

ABSTRACT

A toy is configured to closely resemble a live animal and to respond to stimuli in a realistic manner that is consistent with the way in which a real animal would respond. For example, when the toy is designed to resemble a dog or a cat, the toy may be configured to
5 move in a manner consistent with the movements of a dog or a cat. This realistic movement, in conjunction with a realistic fur coat coupled to and covering inner mechanical components, may be used to provide a strikingly realistic toy.

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